PM 8--94

How to Start and Train a Militia Unit

by Maj. George Westmoreland, USMC Ret.
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Supercedes Manual PM 7--94

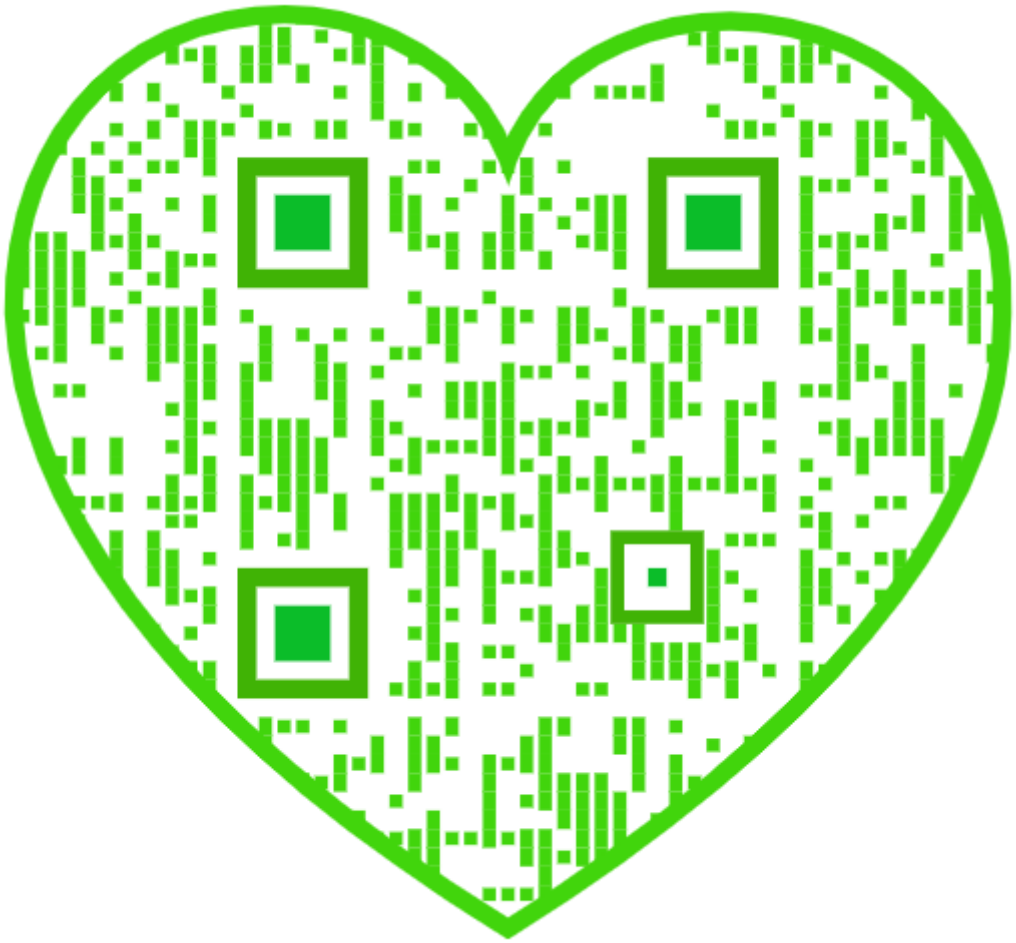


Table of Contents

1 How to Recruit Members

2 Security

3 Physical Fitness

4 Equipment List

5 Weapons

6 Combat Communications

7 Strategy and Tactics

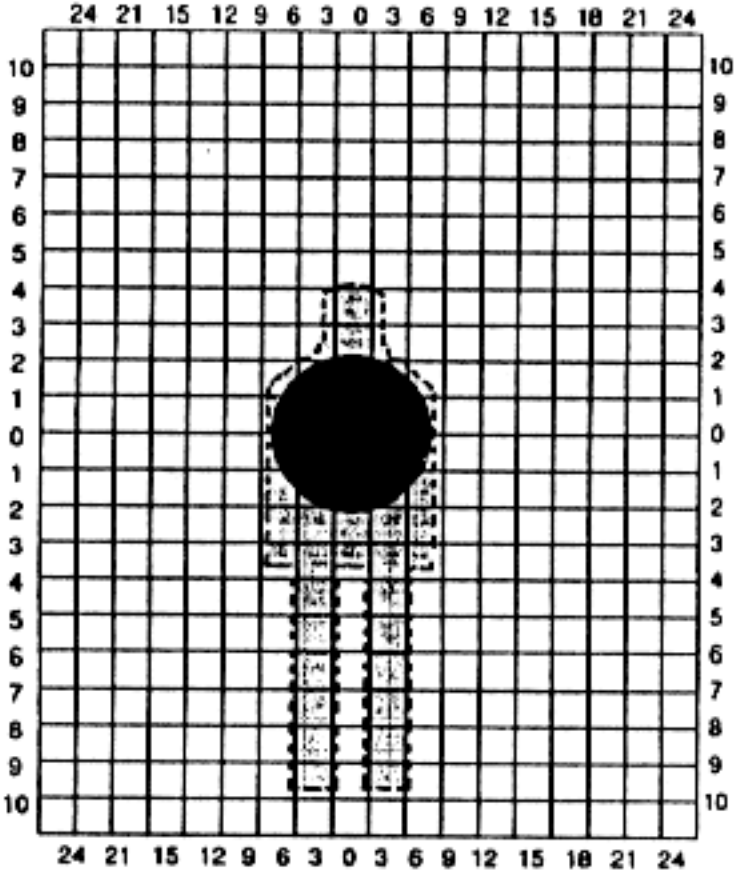
8 Mission Planning and Execution

9 Working with Other Militia Units

10 Recommended Reading

" Know your enemy and know yourself
and you can fight a hundred battles with no danger of defeat."

Sun Tzu



UNITED STATES MARINE CORPS 25 METER ZEROING TARGET

Chapter 1

How to Recruit Members

The rapid growth of paid police informers, snitches and people who watch too many turn-in-your-neighbor television programs has created an national atmosphere of distrust.

The cardinal rule for initially setting up your militia unit is to work with people you trust and have known for a long time. This does not guarantee that someone will not blab their head off if coerced by experienced interrogators, but it definitely helps.

Each member can be responsible for looking for recruits and, after clearing it with the leadership, should bring them to a meeting.

Initially, prospects should be introduced to those with the best instincts for recognizing potential problems. Use casual conversation to gauge the depth of his/her commitment. If all goes well, introduce the topic of total resistance into your conversation. This helps to measure whether feelings about conventional law and order might override deeper moral concerns. Passing this, they should be taken to a low-level militia meeting and evaluated by the soldiers with whom they will be working.

After this meeting, troops should be queried as to their feelings about each new recruit and the level of confidence they have in him/her.

When in doubt, move them into positions of low sensitivity, i.e., cook, clerk, etc., or out of the group entirely.

Others will eventually hear of your group and come looking to sign up. These people may be sincere and should be treated with respect. They still must pass the "vibes" test, and a check of who and what they are should be done. When the shit hits the fan, expect to see a large influx of members which may strain your security procedures, but don't lighten up. Stick to your routine, and you should be all right.

All initial personnel should be groomed as leaders and should be frequently reminded they will be expected to teach what they learn. This method of leadership is called Top Down Preparedness.

How many members are enough? How many can you handle? Supply, food, and other administrative problems start getting pretty complicated with even two dozen members. As your unit grows, be prepared to assign people to more specific duties like those seen in regular armies.

Take your time building your group, and work for quality and sincerity, not quantity.

Chapter 2

Security

Good security minimizes the possibility of being surprised and the consequences of being surprised. Loose lips in warfare get people killed.

Keep information on a need-to-know basis. Play it close to the vest, especially about upcoming operations. Ease new members into positions of trust. Give them small amounts of information at first, and listen for it being repeated by anyone.

Enforcement of security procedures should be one of the highest priorities, with reprimands and other punishments administered equal to the offense.

Watch what you say on radios and telephones. Presume all transmissions are being monitored--even when you're on hold. Do not openly discuss any of your activities!

Your unit can initially masquerade as a paint-ball team, which justifies the people in fatigues. Web gear, helmets and guns should be brought to exercises in duffel bags.

Avoid storing incriminating tools or other equipment in your home or vehicle. This includes maps and documents. Use a safe house, storage locker or hide them in the woods.

Avoid predictable patterns. Vary the days, nights, locations and methods you use.

When on missions, do not carry IDs, wallets, key rings or anything that might identify you.

Security Oaths

Throughout history, secret groups have reinforced group cohesion with the use of secrecy and loyalty oaths. It is important that members openly and directly declare their willingness to protect one another. Psychologically, the act of swearing loyalty is of far greater value than the assumption of the same. The memory of the event can give that added ounce of strength under enemy questioning, when most groups come unraveled.

The Militia Soldier's Oath

I do swear, before God and the personnel assembled, that I will:

- ★ *Follow the orders of my leaders to the best of my ability.*
- ★ *Keep the identities of all my fellow soldiers a secret and not give in under threats, torture or prison to the point of death.*
- ★ *Keep all knowledge of militia activities and resources a secret to the point of death.*
- ★ *Not abuse my authority or the power of my weapons.*
- ★ *Be a friend of the common citizen.*
- ★ *Never forget that I am the last hope of freedom.*

Chapter 3

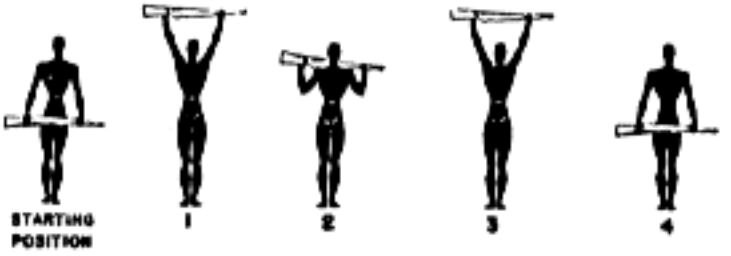
Physical Fitness

The combat soldier is tough, but the average citizen is soft. Your job will be to whip your group into fighting shape in a short period of time. Far too many will want to depend on their weapons. It is important that partisans realize how being physically fit is in their best interest.

Attaining physical fitness is not an overnight process. The body must go through two stages. First is the toughening stage which lasts for about two weeks while the body goes through a soreness and recovery period. The second stage is slow improvement. Blood circulation improves, and the body becomes more efficient. The body reaches its maximum level of performance between six and ten weeks of daily exercise. This physical peak should then be maintained.

Shown is a series of exercises done with the rifle. Start doing perhaps a few as five repetitions (reps) of each and increase to 50 or 75 over a few weeks. Supplement with standard pushups, running and obstacle courses.

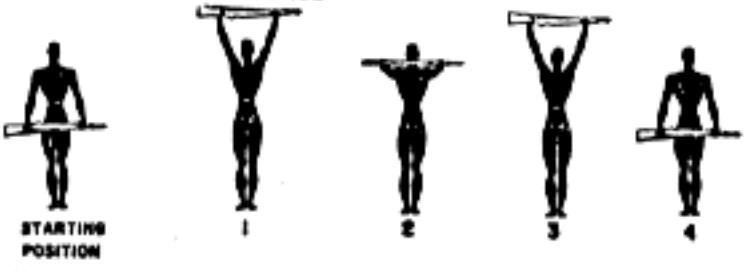
A. FOREUP, BEHIND BACK EXERCISE 1



B. LUNGE SIDE, TURN AND BEND EXERCISE 2

C. FOREUP, BACK BEND EXERCISE 3

D. UP AND FORWARD EXERCISE 4



E. FOREUP, FULL SQUAT EXERCISE 5

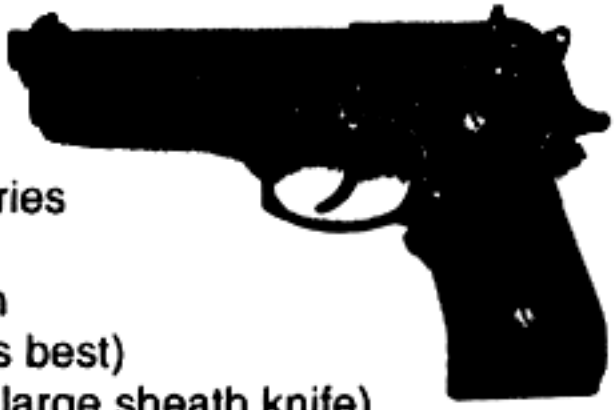
F. ARMS FORWARD, SIDE BEND EXERCISE 6

Chapter 4

Equipment List

The following is the bare necessity equipment for the individual partisan. Essentially, everyone should build at least two sets of everything from boots to helmets, and keep them at different locations. Try to secure genuine G.I. issue. Avoid "G.I. style."

Boots (two pair)
Socks (wool and cotton, six pair of each)
Gloves (leather with wool liners, two pair)
Underwear (several pair)
Combat fatigues (olive drab [O.D.] or woodland camouflage [Camo]). Four sets.
Waterproof poncho and liner
Field jacket and liner
Sleeping bag suitable for weather conditions
Sleeping pad
Long underwear (two pair)
Kevlar Helmet or steel pot with liner
Beret and/or boonie hat
Head net (insect protection)
Camo gear (paint, veil, mask, or burnt cork)
Pistol belt
Ammunition pouches (at least two)
Suspenders for pistol belt
Matches in waterproof container
Signal mirror
Alice pack (medium or large)
Entrenching tool
Rifle or shotgun
Pistol
Holster
Ammunition (minimum 1,000 rounds per weapon)



Gas mask
Compass and case
Flashlight with extra batteries
Electrical tape (black)
First aid kit and belt pouch
Utility Knife (Swiss Army is best)
Combat knife (bayonet or large sheath knife)
Personal hygiene kit (soap, box, washcloth, towel, Toothbrush, paste, nail clippers, comb, shampoo)
Tent or Shelter Half
Stove (sterno, hobo, or other)
Rope (25' length)
Radio (Two way and AM/FM) with extra batteries
Binoculars (7x35 power minimum, 10x50 preferred)
Insect Repellent (G.I. "bug juice" or Deep Woods Off)
Mess kit (including knife, fork, spoon)
Two canteens with insulated covers
Canteen cup
Water purification tablets
Toilet paper
Wrist watch

Note: 1. Special attention should be paid to acquiring good cold weather and rain gear.

2. Getting caught with all this equipment under conditions of martial law can get you in plenty of trouble. Hide it good.

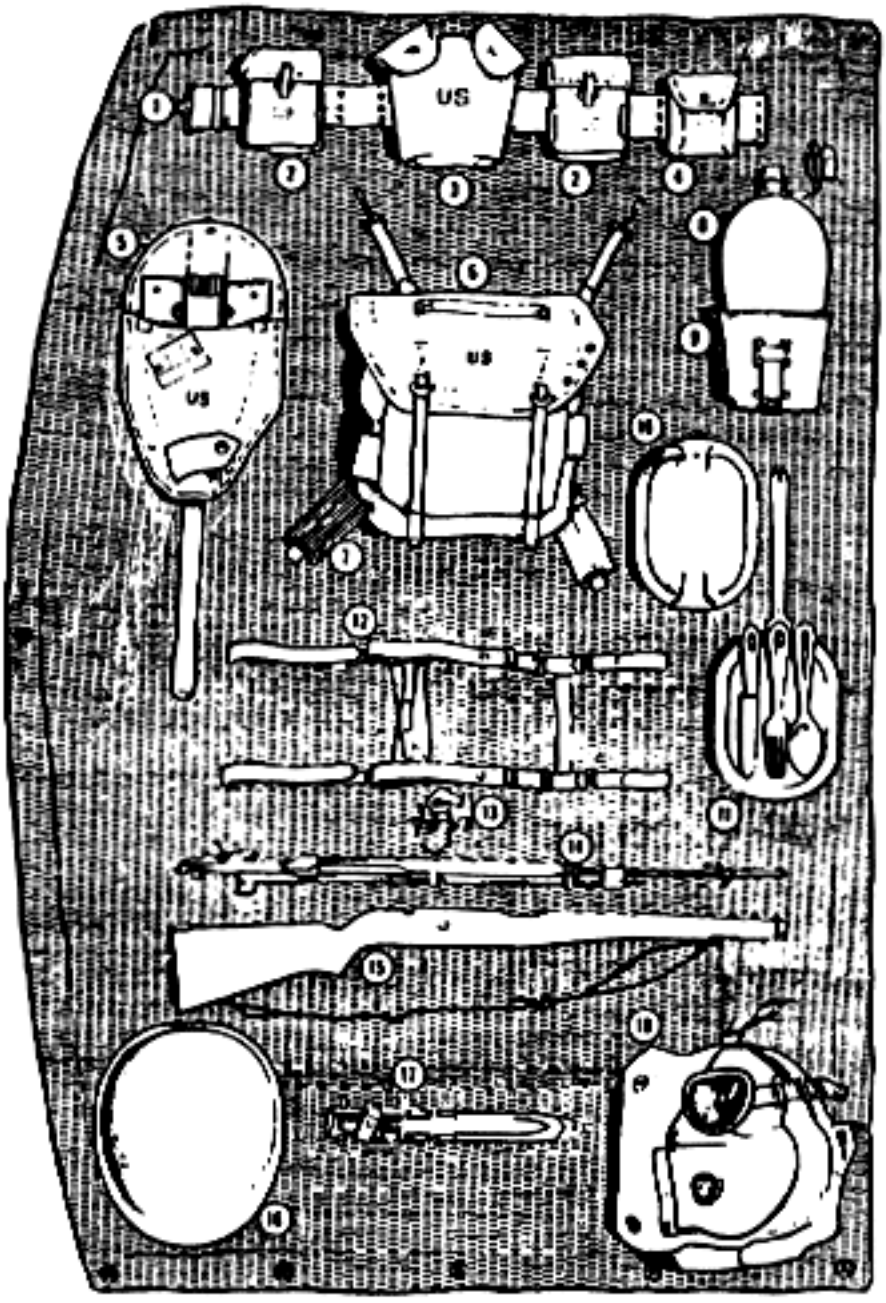
First Aid Kit Contents:

Moleskin for blisters on the feet
Snake bite kit
Chigger-rid or clear nail polish (cover fresh bites)
Band-Aids (one full box, assorted sizes)
4"x4" bandages (10 minimum)
Large Kotex "napkins" for serious bleeding. (4)
Hemostats (two pair, new and unused)
Eye bandage pad (2)

Roll of 2" gauze (2)
Ace elastic bandage with clips
Betadine ointment (one tube)
Caladryl ointment (one tube)

Gear Carrying Rules for Patrols:

1. Keep your load as light as possible.
2. Know your equipment.
3. Assemble the equipment properly.
4. Know the location of every item on your person and in your equipment.
5. Include personal medications.



Chapter 5

Weapons

The story of how Mao Tse Tung obtained enough weapons and supplies to defeat the large Japanese and Imperial Chinese Armies simultaneously should be repeated to every militia soldier.

Mao, having observed that his foes were well supplied, applied both bandit logic and political psychology when he informed his enemies, "Where will China get the weapons and supplies to wage a war of liberation? We will get them from you!" And so he did.

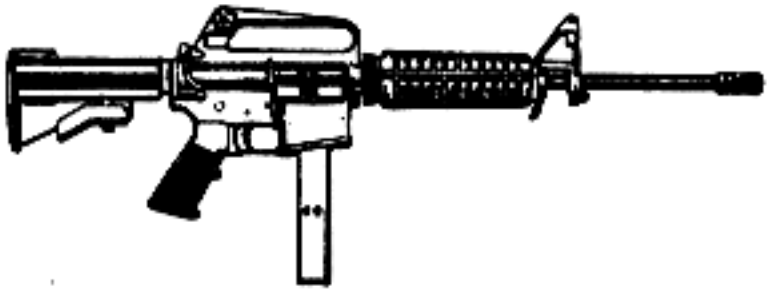
Mao's troops got so much material from Chiang Kai Shek's forces that they nicknamed him, much to his annoyance, "the people's quartermaster."

If the enemy has it, and you need it, go get it.

Start accumulating and studying military manuals about weapons you may encounter in the field, i.e., Light Anti-tank Weapons (LAWs), TOW and Stinger missiles, M-60 machineguns.

Rifles, Pistols, Shotguns

We have seen people spend huge amounts of money on exotic weapons. This may not be such a good idea.



You should consider:

★ Will you be able to access parts for your weapons?

★ Does it shoot U.S. military or police ammunition? If not, be ready to part company with it when it runs dry.

★ If you're just now obtaining weaponry, invest as much as possible in rifles that shoot 5.56 and 7.62 NATO ammunition.

★ Handguns should fire the 9mm cartridge and shotguns should only be bought in 12 gauge.

While most militias are currently training with SKS and AK-47 rifles, leaders are urged to familiarize themselves fully with the AR-15/M-16 because that's what you and your troops will eventually be using.

Other caliber's and gauges are okay to get you started, but don't get attached to them.

Primary Pyrotechnics for the Militia

You will encounter plenty of munitions as the war expands, but initially you'll probably need to make your own. Listed below are two types of "kitchen table" weapons anyone can construct.

THERMITE:
Thermite is a fuel-oxidizer mixture that is used to generate tremendous amounts of heat. It is a mixture of iron oxide (rust) and aluminum, both finely powdered. When it is ignited, the aluminum burns and

extracts the oxygen from the iron oxide. This reaction produces a combined temperature of about 2,200 degrees Centigrade--half the heat produced by an atomic bomb. It is difficult to ignite, however, but once it gets going, it's one of the most effective fire starters and metal melters around.

No special procedure or equipment is required to make Thermite. Simply mix the two powders together, and try to make the mixture as homogenous as possible. The ratio of iron oxide to aluminum is 50/50 by weight, and can be made in any quantity.

An easy method of producing a quantity of rust:

- ★ DC power source. An electric train transformer will do perfectly.
- ★ Attach positive wire to a common nail with an alligator clip.
- ★ Immerse nail in a jar of water.
- ★ Insert negative wire into water (tape wire to edge of jar).
- ★ Let the rust factory sit overnight. In the morning there will be a dark red gunk in the jar. Filter out through a cloth and spread thin and allow to dry.

Ignition of thermite can be accomplished by:

- ★ Common sparkler-type fireworks inserted in the Thermite as a fuse. Stock up every 4th of July!
- ★ Adding an easily ignited magnesium strip as a fuse.

Packaging: Thermite can be used as loose powder, poured onto intake manifolds, in bags or made into

incendiary "pipe bombs" from two inch diameter aluminum pipe. Use at least 1/4 pound on every job.

Target Suggestions: Use on motor blocks, mortar and cannon barrels, electric boxes, supply depots, ammo dumps, or anything you want to burn really hot!

MOLOTOV COCKTAILS

First used by Russians against German tanks, the Molotov Cocktail is extensively used by resistance fighters worldwide. They are simple to make, and can produce devastating results. By taking any highly flammable material, such as gasoline, diesel fuel, kerosene, ethyl or methyl alcohol, lighter fluid, turpentine, or any mixture of the above, and putting it into a large glass bottle, anyone can make an effective firebomb. After putting the flammable liquid in the bottle, put a piece of cloth in the top of the bottle so that it fits **tightly**. Then, wrap some of the cloth around the neck and tie it, but be sure to leave a few inches of loose cloth to ignite. Invert the bottle for a few seconds to soak the wick. To use, just light the wick and throw the bottle. If the burning cloth does not go out, and if the bottle breaks on impact, the contents of the bottle will splatter over a large area and burst into flame.

Flammable mixtures such as kerosene and motor oil should be combined with a more volatile and flammable liquid, such as gasoline, to insure ignition. A mixture of tar or grease and gasoline will stick to whatever it strikes, and burn hotter; plus be more difficult to extinguish. Stuffing the bottle with shredded Styrofoam cups and then adding gasoline creates a homebrewed napalm. Mixtures such as these must be mixed or shaken well before being lit and thrown.

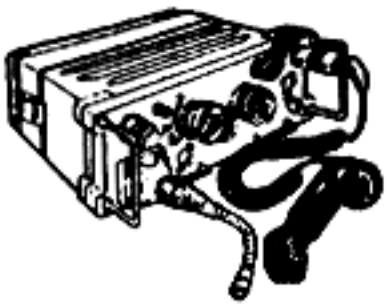
Combat Communications

Combat communications is one of the most important facets of resistance fighting. The enemy has large stocks of scanners, jammers and locators. They are high-tech, so we must go "low-tech."

At the D-Day invasion of Normandy, soldiers relied on a kids toy, called the Cricket, as a primary method of identifying friend from foe. It made a "click-clack" noise and the code was, one click-clack as challenge, two click-clacks as response. This code can be easily modified for your particular group.

Passwords, mirrors and even colored smoke signals can move information around the battlefield. Create your own codes and change them often.

During times when you may be living pretty much as usual, Phone Tree communication will be an asset for rapid transmission of alerts. The method is simple. Each person on the "stem" of the tree is responsible for calling five people. Once the first person makes their calls, the tree branches out and in a few minutes a message can travel numerous directions. For security, use pay phones.



Chapter 7

Strategy and Tactics: Field and Urban

The Strategy

The following strategy has proven effective for guerrilla warfare.

- ★ When the enemy advances, we retreat.
- ★ When the enemy camps, we harass.
- ★ When the enemy tires, we attack.

The Tactics

- ★ **Know your enemy.**
  Become familiar with all the branches of law enforcement and military units in your area.
  Know the numerical size of the enemy units and their fire-power.
  Know the enemy's response time and avenues of approach.
  Know their strengths and weaknesses.
  Learn to recognize all their vehicles and monitor their communications.
- ★ **Attack the enemy at his weak points.**
  The enemy cannot be strong everywhere. Seek and find the decisive targets.
- ★ **Attack only when you have a 95% probability of victory.**
  Good reconnaissance, superior fire-power, speed and controlling the time and place of the attack increase your chances of success.
- ★ **Never set patterns**
  When a method works, use it. But do not continually use the same method of operation. Vary your appearance, your vehicles, methods of

obtaining supplies, avenues of attack, retreat and the types of targets you attack.

★ **Strike where you are least expected.**
Many times the most important target is weakly defended. Look for over-confident guards, or those who have been the same job for too long and their guard is down.

★ **Never hesitate to use your most powerful weapons.**
When the shooting starts, don't hold back. Go for the jugular.

★ **Always out-gun your enemy.**
Being the underdog may win sympathy, but won't win battles. Stack the deck in your favor with numerical strength of at least three, but preferably four, to one over the enemy.

★ **Limit the length of enemy contact to three minutes.**
Engaging the enemy for longer times will allow them to radio for help, and force you into a defensive position. Shoot and scoot.

★ **Never voluntarily take a defensive position.**
A defensive position is one where the enemy has you boxed in. Either attack or withdraw. If you are attacked, unleash your most powerful weapons, neutralize the attack and relocate.

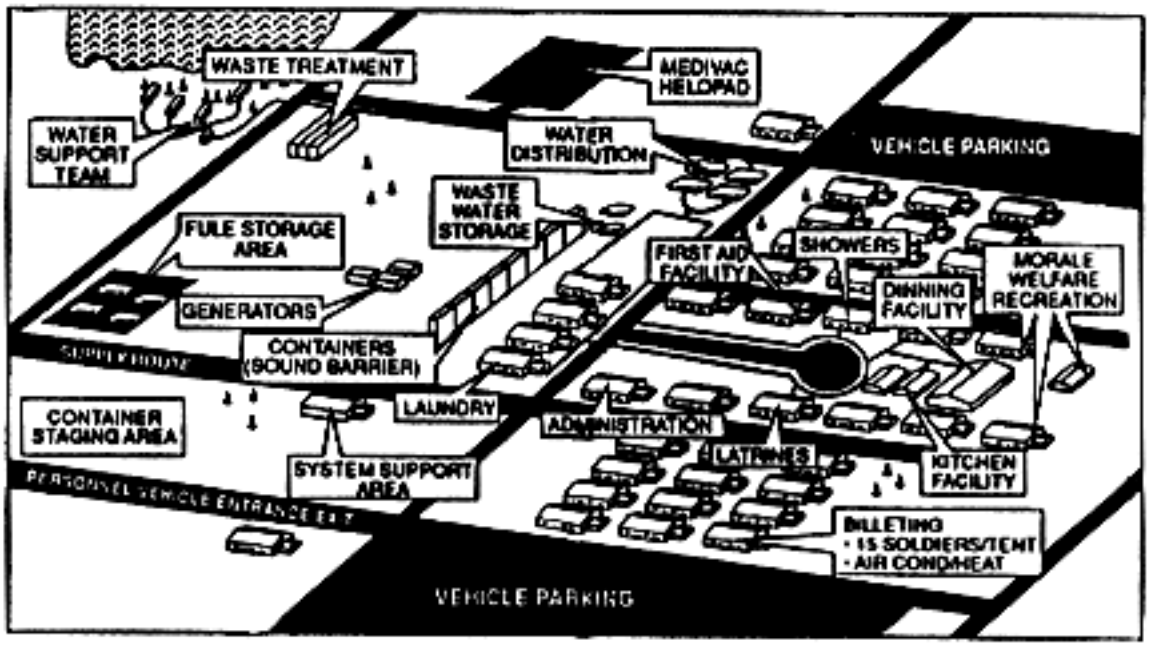
★ **Do not allow the enemy freedom of movement or to make decisions.**
Mobility is life for an army. When that mobility is lost--so is the battle.

★ **Do not allow the enemy to bring their weapons to bear.**
This will push you into the defensive. Work fast.

★ **Always prepare backup forces and vehicles.**
When the enemy begins to tire, bring in your reserves to finish them off.

★ **Allow for unforeseen problems.**
Anything can happen once the shit hits the fan. Stay flexible and adapt to the situation.

★ **Never waste personnel or resources by attacking just to be attacking.**
Analyze the war and battle situation as a whole, find the decisive targets and get them.



550-Soldier Force Provider Module

When the military comes to your area they will set up their camps like this.

Chapter 8

Mission Planning and Execution

Before you go out on a mission:

★ **Terrain.** Make a thorough map study. Make note of critical features as reported by other patrols. Note positions for observation and concealment. Roads and trails. Streams, width, depth, current, underwater obstructions . Bridges and crossing points. Footings in swamps and quagmires. Woods and thickets. Obstructing vegetation such as cactus, brambles poisonous plants. Thickness and supporting qualities of ice and snow.

★ **Weather.** Forecast. Moon Phase. Time of darkness and daylight. Expected day and night temperatures throughout mission.

★ **Enemy.** Strength, dispositions, activity by day and night. Locations of weapons, fieldwork's, obstacles, minefields, sentries, warning devices. Use and meaning of flares. Patrols; protective cover fire (artillery, aircraft). Attitude, morale, peculiarities. Are prisoners to be taken?

★ **Civilians.** Presence in area. Attitude. Assistance possible--trustworthiness. Alerts by domestic animals--barking dogs; alarms, etc.

★ **Own Troops.** Other partisan activity. Supporting fires. Other support--transportation, communication, medical. Patrols, minefields--gaps through.

★ **Equipment and Supply.** Special weapons and equipment--sniperscope, radio, binoculars, wire cutters, rope, mine detector, night vision. Ammo, pyrotechnics, water, rations.

★ **Control.** Challenge and password. Prearranged code. March objectives, checkpoints. Messages--when and where. Plan A, B, C.

★ **Make Tentative Plan.** Study map--is it up to date? Study enemy situation and its effect on mission. Determine the need of supporting fires and other support. Decide strength of patrol. Select weapons, amount of ammunition, special equipment.

★ **Coordinate With Others.** Other partisan units, representatives of other supporting units. If practical and possible, check to ensure that adjacent units and friendly patrols are told of your route, objective and general plan of operation. This will avoid accidental exchanges of gunfire and resultant casualties.

★ **Select Your Personnel.** A qualified second in command. Smallest number of personnel essential--capable and in good physical condition. No colds, sneezers or coughers. No one with night blindness. If necessary, some swimmers, linguists. First aid person. Guides.

★ **Issue Warning Order.** Tell your personnel that mission is coming and timetable. Brief statement of situation. Organization of the patrol. Direction to all persons concerning weapons, equipment, uniform, removal of identification, to draw special

items, ammo, rations. Camouflage. Who second in command is. Who will accompany you on mission. Assembly time.

★ **Review Reconnaissance.** Meet with second in command. Check tentative plan against terrain, situation, enemy capabilities. Select route out and alternate route of return. For night patrol, memorize critical terrain features.

★ **Complete Your Plan.** Think over possible plans and check against contingencies. If there is time, make rough sand model of terrain for checking plan. Include provisions for care of wounded. Consider assembly points. Make notes for Patrol Order.

★ **Final Coordinating.** Mortars, artillery, friendly outposts. Latest enemy information. Any additional special equipment.

★ **Issue Patrol Order.** The patrol leader first gives a terrain orientation, then mission instructions.

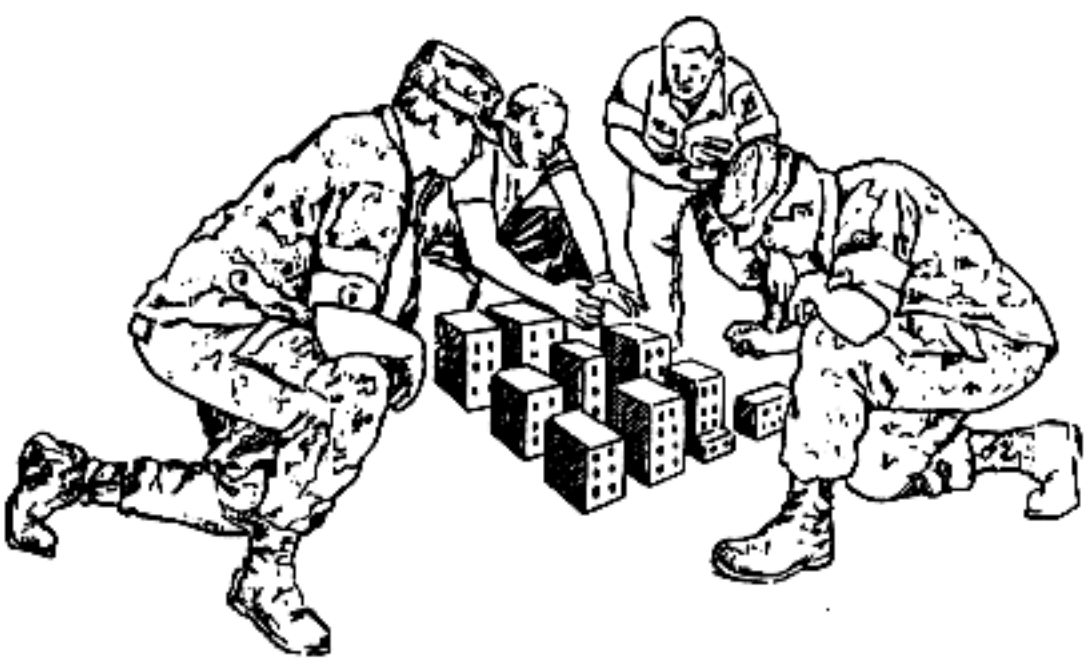
★ **Rehearsal.** For night patrol, rehearse once in daylight and once at night. Emphasis on personnel knowing routes, assembly points, what to do on enemy contact, what to do at mission objective. How to orient on terrain, by compass, by stars, how and when to fire weapons at night.

★ **Inspect Patrol.** Faces and equipment camouflaged. Sleeves and pant legs taped or strapped. Have each person jump up and down to check for rattles. Nothing shiny. Canteens filled (check to make sure). Fresh batteries in

radios. Tuned to proper channels. Compasses checked for accuracy. Synchronize watches. Other items complete and in working order.

★ **Conduct Patrol / Mission.** Get there--get it--and get back!

★ **Mission Report.** Share new information with your senior officers and if needed, with friendly units. Issue propaganda release detailing damage done and hopeless position of enemy.



Chapter 9

Working with Other Militia Units

We have already seen among existing units a number of what we call Warlord Wannabes. Leaders that have goals that go beyond fighting the enemy and into the area of regular politics. Some of these men and women have admirable skills and political savvy, others make one wonder if living in their area of control would be any different from living under enemy oppression.

As units begin to take to the field, other unknown units will show up.

As you encounter new militias, you must meet with their leaders and determine several things: Do you share the same politics? What is their area of operation? What are their capabilities? Do they appear well organized, trained, armed, led?

Security is important. Are they an enemy front? You don't know, and you must trust your instincts as to what to share and what to keep secret.

Providing everything is smooth between your two groups, you will want to expand your activity to coordinate your forces in battle. They may have mortar teams or heavy guns that can help in reaching your objectives with fewer casualties. This will take some training and field exercises to become fluid in battle, but it's worth it.

If you cannot work with a militia unit and don't want to engage in fighting them too, at least work to develop a politically neutral relationship and focus on fighting the enemy. Save political arguments until after Babylon has fallen.

Defense Distribution Depots

Note: No defense depots in Alaska or Hawaii

Chapter 10

Recommended Reading

Loompanics Unlimited Main Catalog, is an incredible assortment of books on everything from obtaining new I.D.s, to weapons, to financial freedom. Loompanics, P.O. Box 1197, Port Townsend, WA, 98368. ***Price: FREE***

GREEN PANTHERS! Action/Survival Manual. From the group that started the resistance to the war on the Bill of Rights that is disguised as the "War on Drugs." Available from: *GREEN PANTHERS!*, P.O. Box 31231, Cincinnati, OH, 45231. ***Price: $20, postage paid. (Available 1/95)***

Military Manuals:

- ★ ***Care and Use of Equipment FM21-15***
- ★ ***Camouflage FM20-3***
- ★ ***Field Fortifications FM5-15***
- ★ ***Combat Communications FM24-1***
- ★ ***Improvised Munitions TM31-210***
- ★ ***Unconventional Warfare Devices TM31-200-1***
- ★ ***Infantryman's Guide to Urban Combat FM90-10***
- ★ ***Survival FM21-76***

Manuals available from Phoenix Systems, Inc., P.O. Box 3339, Evergreen, CO, 80439. ***Catalog $3.00***

War At Home, Covert Action Against U.S. Activists And What We Can Do About It, by Brian Glick. How to tell if you or your group is coming under government scrutiny, and what actions to take. ISBN 0-89608-349-7 from: South End Press, 116 Saint Botolph St., Boston, MA 02115 ***Price: $5.00***

Mail Order Military, Police and Outdoor Equipment Suppliers

- ★ ***Cabela's***, 812 - 13th Ave., Sidney, NE, 69160
- ★ ***Delta Press***, P.O. Box 1625, El Dorado, AR, 71731.
- ★ ***Ken Nolan, Inc.***, P.O. Box C-19555, Irvine, CA, 92713
- ★ ***Law Enforcement Product News***, 100 Garfield St., Denver, CO, 80206
- ★ ***Lynn Thompson's Special Projects***, 2128 Knoll Dr., Ventura, CA, 93003
- ★ ***Mass Army Navy Store***, 15 Fordham Road, Boston, MA, 02134
- ★ ***Quartermaster***, 750 Long Beach Blvd., Long Beach, CA, 90813
- ★ ***Ranger Joe's***, P.O. Box 2568, Columbus, GA, 31902
- ★ ***The Cop Shopper***, P.O. Box 2030, Chula Vista, CA, 91912-2030
- ★ ***The Sportsman's Guide***, 411 Farwell Ave., So. St. Paul, MN, 55075-0239
- ★ ***U.S. Cavalry***, 2855 Centennial Ave., Radcliff, KY, 40160-9000
- ★ ***Weber Enterprises***, 3803 Center Ave., Norco, CA, 91760

Breaking Out of Encirclements
The Militia Method

When surrounded, stage your breakout as soon as possible. The longer you wait the stronger the enemy will become.

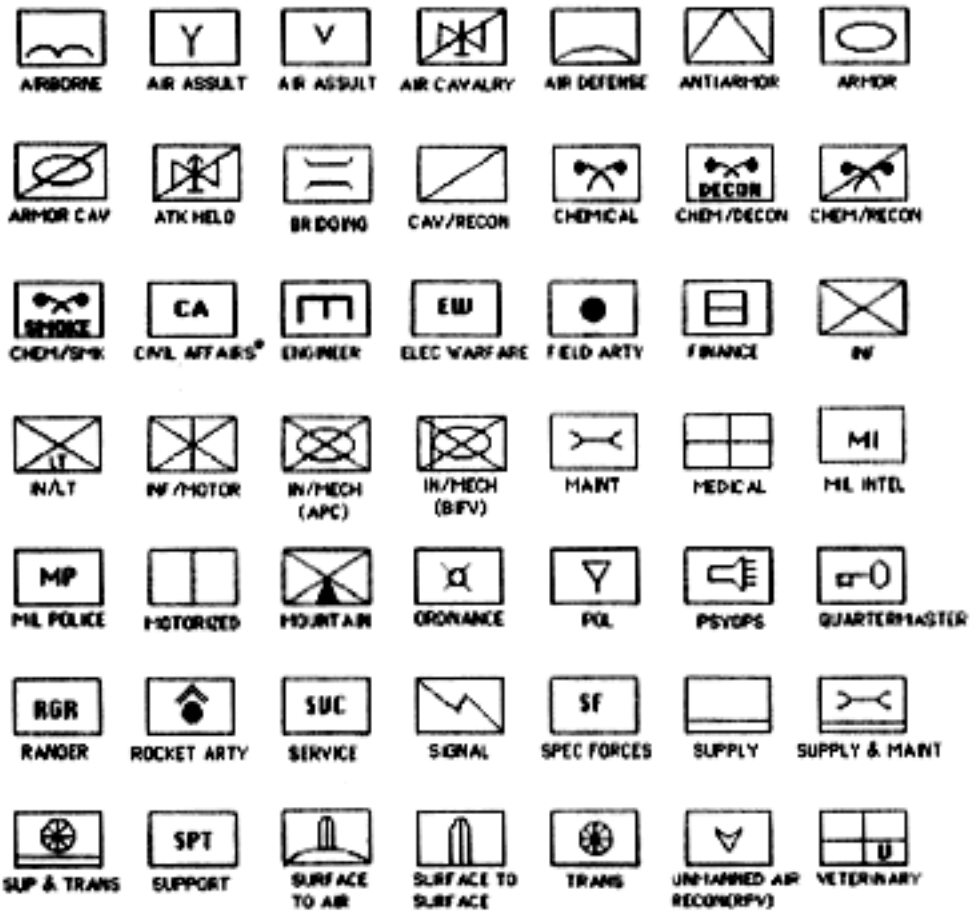
Form your personnel up in the shape of a triangle, with a wide base as your front. This shape will work with groups of from five to twenty people. If you have full auto or selective fire weapons, you should put them in the first two rows (set on full), with semi-autos making up the tail point of your triangle.

At the decision to move out, throw White Phosphorous grenades or smoky Molotovs plus pipe bombs, toward the rear and to each side; and grenades or other explosives to the front.

Following the explosions, move forward immediately with the first row firing until their magazines are empty. Then they should go to ground and change magazines while the second row advances, also firing on full automatic. After the second row empties their magazines, the first row should be back up with weapons on semi-automatic and firing as they move.

All weapons should continue to be fired until everyone clears the encirclement.

U.S. Military Map Symbols



*** Civil Affairs (CA) takes over local governments**